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1 [GPGPU: general purpose computation on graphics hardware](#)



David Luebke, Mark Harris, Jens Krüger, Tim Purcell, Naga Govindaraju, Ian Buck, Cliff Woolley, Aa
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available: [pdf\(63.03 MB\)](#)

Additional Information: [full citation](#), [abstract](#)

The graphics processor (GPU) on today's commodity video cards has evolved into an extremely and flexible processor. The latest graphics architectures provide tremendous memory bandwidth computational horsepower, with fully programmable vertex and pixel processing units that support operations up to full IEEE floating point precision. High level languages have emerged for graph hardware, making this computational power accessible. Architecturally, GPUs are highly parallel

2 [Level set and PDE methods for computer graphics](#)



David Breen, Ron Fedkiw, Ken Museth, Stanley Osher, Guillermo Sapiro, Ross Whitaker
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available: [pdf\(17.07 MB\)](#)

Additional Information: [full citation](#), [abstract](#)

Level set methods, an important class of partial differential equation (PDE) methods, define dynamic surfaces implicitly as the level set (iso-surface) of a sampled, evolving nD function. The course preparatory material that introduces the concept of using partial differential equations to solve computer graphics, geometric modeling and computer vision. This will include the structure and several different types of differential equations, e.g. the level set eq ...

3 [The elements of nature: interactive and realistic techniques](#)



Oliver Deussen, David S. Ebert, Ron Fedkiw, F. Kenton Musgrave, Przemyslaw Prusinkiewicz, Doug I Stam, Jerry Tessendorf

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available: [pdf\(17.65 MB\)](#)

Additional Information: [full citation](#), [abstract](#)

This updated course on simulating natural phenomena will cover the latest research and production techniques for simulating most of the elements of nature. The presenters will provide movie pre interactive simulation, and research perspectives on the difficult task of photorealistic modeling, and animation of natural phenomena. The course offers a nice balance of the latest interactive hardware-based simulation techniques and the latest physics-based simulation techniques ...

4 Collision detection and proximity queries



Sunil Hadap, Dave Eberle, Pascal Volino, Ming C. Lin, Stephane Redon, Christer Ericson
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available: pdf(11.22 MB)

Additional Information: [full citation](#), [abstract](#)

This course will primarily cover widely accepted and proved methodologies in collision detection more advanced or recent topics such as continuous collision detection, ADFs, and using graphics will be introduced. When appropriate the methods discussed will be tied to familiar applications rigid body and cloth simulation, and will be compared. The course is a good overview for those applications in physically based modeling, VR, haptics, and robotics.

5 Real-time shading



Marc Olano, Kurt Akeley, John C. Hart, Wolfgang Heidrich, Michael McCool, Jason L. Mitchell, Randi
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available: pdf(7.39 MB)

Additional Information: [full citation](#), [abstract](#)

Real-time procedural shading was once seen as a distant dream. When the first version of this course was offered four years ago, real-time shading was possible, but only with one-of-a-kind hardware or combining the effects of tens to hundreds of rendering passes. Today, almost every new computer with graphics hardware capable of interactively executing shaders of thousands to tens of thousands of instructions. This course has been redesigned to address today's real-time shading capabilities ...

6 Shape-based retrieval and analysis of 3D models



Thomas Funkhouser, Michael Kazhdan
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available: pdf(12.56 MB)

Additional Information: [full citation](#), [abstract](#)

Large repositories of 3D data are rapidly becoming available in several fields, including mechanical engineering, molecular biology, and computer graphics. As the number of 3D models grows, there is an increasing need for computer algorithms to help people find the interesting ones and discover relationships between them. Unfortunately, traditional text-based search techniques are not always effective for 3D models, when queries are geometric in nature (e.g., find me objects that fit into this ...

7 Facial modeling and animation



Jörg Haber, Demetri Terzopoulos
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available: pdf(18.15 MB)

Additional Information: [full citation](#), [abstract](#)

In this course we present an overview of the concepts and current techniques in facial modeling and animation. We introduce this research area by its history and applications. As a necessary prerequisite for facial modeling, data acquisition is discussed in detail. We describe basic concepts of facial animation and present different approaches including parametric models, performance-, physics-, and learning-based methods. State-of-the-art techniques such as muscle-based facial animation, mass-spring ...

8 High dynamic range imaging



Paul Debevec, Erik Reinhard, Greg Ward, Sumanta Pattanaik
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press


Full text available: pdf(20.22 MB)

Additional Information: [full citation](#), [abstract](#)


Current display devices can display only a limited range of contrast and colors, which is one of the reasons that most image acquisition, processing, and display techniques use no more than eight bits per channel.

color channel. This course outlines recent advances in high-dynamic-range imaging, from capture to display, that remove this restriction, thereby enabling images to represent the color gamut and range of the original scene rather than the limited subspace imposed by current monitor ...

9 Point-based computer graphics

 Marc Alexa, Markus Gross, Mark Pauly, Hanspeter Pfister, Marc Stamminger, Matthias Zwicker
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available:  pdf(8.94 MB)

Additional Information: [full citation](#), [abstract](#), [citations](#)

This course introduces points as a powerful and versatile graphics primitive. Speakers present concepts for the acquisition, representation, modeling, processing, and rendering of point sample geometry along with applications and research directions. We describe algorithms and discuss problems and limitations, covering important aspects of point based graphics.

10 A survey of methods for recovering quadrics in triangle meshes

 Sylvain Petitjean
June 2002 **ACM Computing Surveys (CSUR)**, Volume 34 Issue 2

Publisher: ACM Press

Full text available:  pdf(3.91 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)


In a variety of practical situations such as reverse engineering of boundary representation from scanned objects, range data analysis, model-based recognition and algebraic surface design, need to recover the shape of visible surfaces of a dense 3D point set. In particular, it is desirable and fit simple surfaces of known type wherever these are in reasonable agreement with the data. We are interested in the class of quadric surfaces, that is, algebraic surfaces ...

Keywords: Data fitting, geometry enhancement, local geometry estimation, mesh fairing, shape

11 Projectors: advanced graphics and vision techniques

 Ramesh Raskar
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press


Full text available:  pdf(6.53 MB)

Additional Information: [full citation](#)

12 Real-time volume graphics

 Klaus Engel, Markus Hadwiger, Joe M. Kniss, Aaron E. Lefohn, Christof Rezk Salama, Daniel Weiskopf
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available:  pdf(7.63 MB)

Additional Information: [full citation](#), [abstract](#)

The tremendous evolution of programmable graphics hardware has made high-quality real-time graphics a reality. In addition to the traditional application of rendering volume data in scientific visualization, the interest in applying these techniques for real-time rendering of atmospheric phenomena and participating media such as fire, smoke, and clouds is growing rapidly. This course covers both applications in scientific visualization, e.g., medical volume data, and real-time rendering, ...


13 Fast detection of communication patterns in distributed executions

Thomas Kunz, Michiel F. H. Seuren
November 1997 **Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research**

Publisher: IBM Press

Full text available:

Additional Information:

 [pdf\(4.21 MB\)](#)

[full citation](#), [abstract](#), [references](#), [index terms](#)

Understanding distributed applications is a tedious and difficult task. Visualizations based on process diagrams are often used to obtain a better understanding of the execution of the application. The visualization tool we use is Poet, an event tracer developed at the University of Waterloo. However, process diagrams are often very complex and do not provide the user with the desired overview of the application. In our experience, such tools display repeated occurrences of non-trivial communication patterns.

14 [Status report of the graphic standards planning committee](#)



Computer Graphics staff

August 1979 **ACM SIGGRAPH Computer Graphics**, Volume 13 Issue 3

Publisher: ACM Press

Full text available:  [pdf\(15.01 MB\)](#)

Additional Information: [full citation](#), [references](#), [citations](#)


15 [Three-dimensional object recognition](#)



Paul J. Besl, Ramesh C. Jain

March 1985 **ACM Computing Surveys (CSUR)**, Volume 17 Issue 1

Publisher: ACM Press

Full text available:  [pdf\(7.76 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

A general-purpose computer vision system must be capable of recognizing three-dimensional (3-D) objects. This paper proposes a precise definition of the 3-D object recognition problem, discusses basic concepts associated with this problem, and reviews the relevant literature. Because range images (or depth maps) are often used as sensor input instead of intensity images, techniques for obtaining, processing, and characterizing range data are also surveyed.


16 [Texture mapping progressive meshes](#)



Pedro V. Sander, John Snyder, Steven J. Gortler, Hugues Hoppe

August 2001 **Proceedings of the 28th annual conference on Computer graphics and interactive techniques**

Publisher: ACM Press

Full text available:  [pdf\(5.18 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Given an arbitrary mesh, we present a method to construct a progressive mesh (PM) such that in the PM sequence share a common texture parametrization. Our method considers two important factors simultaneously. It minimizes texture stretch (small texture distances mapped onto large surface areas) to balance sampling rates over all locations and directions on the surface. It also minimizes texture deviation ("slippage" error based on parametric correspondence) to obtain ...

Keywords: mesh simplification, surface flattening, surface parametrization, texture stretch


17 [Papers: The lookahead strategy for distance-based location tracking in wireless cellular networks](#)



I-Fei Tsai, Rong-Hong Jan

October 1999 **ACM SIGMOBILE Mobile Computing and Communications Review**, Volume 3 Issue 5

Publisher: ACM Press

Full text available:  [pdf\(1.27 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

Based on a multi-scale, straight-oriented mobility model, this paper presents a lookahead strategy for distance-based location tracking so the rate of location update can be reduced without incurring terminal paging costs. For linear mobility graphs, the optimal registered cell is found by an iterative algorithm so the average cycle length is maximized. For planar mobility graphs, the authors extend the results from linear cases to determine the eligible registered cell. Performance gain is ...



Technical reports

SIGACT News Staff

January 1980 **ACM SIGACT News**, Volume 12 Issue 1

Publisher: ACM Press

Full text available: [pdf\(5.28 MB\)](#)

Additional Information: [full citation](#)

19 Meshes II: Variational tetrahedral meshing



Pierre Alliez, David Cohen-Steiner, Mariette Yvinec, Mathieu Desbrun

July 2005 **ACM Transactions on Graphics (TOG)**, Volume 24 Issue 3

Publisher: ACM Press

Full text available: [pdf\(980.48 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

In this paper, a novel Delaunay-based variational approach to isotropic tetrahedral meshing is presented. To achieve both robustness and efficiency, we minimize a simple mesh-dependent energy through updates of both vertex positions *and* connectivity. As this energy is known to be the L^1 distance isotropic quadratic function and its linear interpolation on the mesh, our minimization procedure produces well-shaped tetrahedra. Mesh design is controlled through ...

Keywords: delaunay mesh, isotropic meshing, sizing field, slivers

20 Progressive meshes



Hugues Hoppe

August 1996 **Proceedings of the 23rd annual conference on Computer graphics and interactive techniques**

Publisher: ACM Press

Full text available: [pdf\(431.00 KB\)](#)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: geometry compression, level of detail, mesh simplification, progressive transmission, interpolation

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